a display object wherein the portions of the display object create an identifiable image.

14.    The gaming apparatus as defined in claim 13, in which the controller is
programmed to cause the bingo number spaces to progressively change from displaying the portion of the display object to displaying bingo numbers.

15.    The gaming apparatus as defined in claim 13, in which the controller is
programmed to cause a specific bingo number space to change from displaying the portion of the display object to display a specific bingo number when the specific bingo number is selected by the game.

16.    The gaming apparatus as defined in claim 13, in which the controller is
programmed to cause the gaming display to display a plurality of games.

17.    A gaming system comprising a plurality of gaming apparatuses as
defined in claim 13, said gaming apparatuses being interconnected to form a network of gaming apparatuses.

18.    A gaming method comprising:
       causing a video game image to be generated, said video game image
representing a game selected from the group of games consisting of video poker and video blackjack,
              said video game image comprising an image of a plurality of
              playing cards,
       displaying a plurality of playing cards, the playing cards having card
fronts and card backs;
       changing a portion of the playing cards from displaying a portion of
playing cards to displaying a portion of a display object wherein the portions of the display object create an identifiable display object;

changing an additional portion of the playing cards from displaying a portion of playing cards to displaying a portion of a display object wherein the portions of the display object create an identifiable display object;

determining an outcome of said game represented by said video game image; and

determining a value payout associated with said outcome of said game.

19.     The method of claim 18, further comprising causing the playing cards to progressively change from displaying the portions of the display object to displaying one of the card fronts and the card backs.

20.     The method of claim 18, further comprising displaying a plurality of games on the gaming display.

21.     A memory having a computer program stored therein, said computer program being capable of being used in connection with a gaming apparatus, said memory comprising:

a first memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to allow a person to make a wager;

a second memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to cause a video image to be generated on a display unit, said video image representing a game selected from the group of games consisting of video poker and video blackjack,

said video image comprising an image of at least five playing cards if said game comprises video poker,

said video image comprising an image of a plurality of playing cards if said game comprises video blackjack,

a third memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to display

a plurality of playing cards, the playing cards having card fronts and card backs,

a fourth memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to change from displaying the playing cards to displaying a portion of a display object wherein the portions of the display object create an identifiable display object, and

a fifth memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to determine an outcome of said game represented by said video image and a value payout associated with said outcome of said game.

22.    A memory as defined. in claim 21, wherein the memory additionally comprises a sixth memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to progressively change from displaying the portion of the display object to displaying one of the card fronts and the card backs.

23.    A memory as defined in claim 21, wherein the memory additionally comprises a seventh memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to progressively change from displaying the portion of the display object to displaying one of the card fronts and the card backs and to cause the gaming apparatus to progressively change from displaying one of the card fronts and card backs to displaying the portion of the display object when the gaming apparatus is in attract mode.

24.    A memory as defined in claim 21, wherein the memory additionally comprises an eighth memory portion physically configured in accordance with computer program instructions that would cause the gaming display to display a plurality of games.